

Kernel's Playhouse
Pause. Plan. Play!

POSTER

How every adventure goes

Pause. Plan. Play! in four steps.

1

A tricky moment

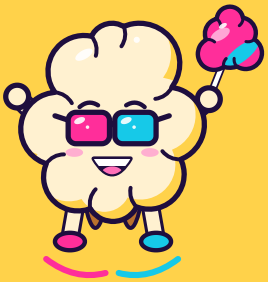
Someone wants a turn, a plan changes, a feeling gets big.



2

Pause

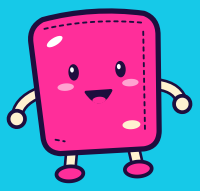
Kernel stops and takes a breath.



3

Plan

Friends share ideas and pick one together.



4

Play!

Everyone has a place, and the fun starts.



For grown-ups: Hang it where tricky moments happen, like the play corner. Point to a step together when a feeling gets big. Print at home on US Letter paper. No sign-up, no email, and nothing on this page collects information.

DRAFT – not approved – BUS-11